

COMPUTING INTER-AUTONOMOUS SYSTEM MPLS TRAFFIC ENGINEERING LSP PATHS

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ABSTRACT OF THE DISCLOSURE

Systems and methods for computing the paths of MPLS Traffic Engineering LSPs across Autonomous System and/or area boundaries. A distributed path computation algorithm exploits multiple path computation elements (PCEs) to develop a virtual shortest path tree (VSPT) resulting in computation of an end-to-end optimal (shortest) path. In some implementations, the VSPT is computed recursively across all the Autonomous Systems and/or areas between the head-end and tail-end of the Traffic Engineering LSP.

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